Claims

1. A method for charging in a communication system, the method comprising:

initiating a provision of a service for at least two parties;

verifying that each of the at least two parties is capable of paying for use of the service;

generating payment information; and

charging for use of the service based on the payment information.

2. The method according to claim 1, wherein the step of initiating comprises initiating a provision of a game.

3. The method according to claim 1, the step of generating payment information comprising further steps of communicating at least one message between the at least two parties regarding a principle for paying for the use of the service and including the principle in the payment information.

4. The method according to claim 3, wherein the step of communicating at least one message between the at least two parties comprises agreeing, between the at least two parties, to an occurrence that unambiguously defines a party who is responsible for paying for use of the service.

5. The method according to claim 4, wherein the step of agreeing comprises defining the occurrence to be losing a game.

6. The method according to claim 1, comprising the further steps of reserving for a party payment resources from a prepaid account of the party and including information of the reserved payment resources in the payment information.

7. The method according to claim 6, wherein the reserving step comprises reserving the payment resources in an online charging system.

8. The method according to claim 6, further comprising charging the service to the reserved payment resources and returning unused payment resources.

9. The method according to claim 8, wherein the charging step comprises charging the service to one of the at least two parties.

10. The method according to claim 1, further comprising sending at least one message in accordance with Session Initiation Protocol.

11. A communication system comprising:

a network entity configured to provide a service that can be used simultaneously by at least two parties;

verification means for verifying that each of the at least two parties is capable of paying for use of the service;

payment information generating means configured to provide payment information for the use of the service by the at least two parties; and

charging means configured to charge the use of the service based on the payment information.

12. A communication system according to claim 11, wherein the payment information generating means are configured to enable the at least two parties to negotiate a principle for paying for the use of the service and to include the principle in the payment information.

13. A communication system according to claim 11, further comprising a prepaid account for each party of the at least two parties for storing payment resources and configured to allow reservation of the payment resources.

14. A communication system according to claim 13, wherein the prepaid account is managed by one of an online charging system and a user information storage entity.

15. A communication system according to claim 11, wherein the network entity is one of a serving controller and an application server.

16. A communication system according to claim 15, wherein the network entity is a game server.

17. A network entity configured to enable simultaneous provision of a service for at least two parties, the network entity comprising verification means for verifying that the at least two parties using the service are capable of paying for use of the service, payment information generating means configured to provide payment information for the use of the service by the at least two parties for use in charging for the use of the service.

18. A network entity according to claim 17, further being configured to charge the service based on the payment information.

19. A network entity according to claim 17, being one of a serving controller and an application server.

20. A network entity according to claim 19, wherein the network entity is a game server.

21. A communication system comprising:

a network entity configured to provide a service that can be used simultaneously by at least two parties;

a verifier for verifying that each of the at least two parties is capable of paying for use of the service;

a payment information generator configured to provide payment information for the use of the service by the at least two parties; and

a charger configured to charge the use of the service based on the payment information.

22. A communication system according to claim 21, wherein the payment information generator is configured to enable the at least two parties to negotiate a principle for paying for the use of the service and to include the principle in the payment information.

23. A communication system according to claim 21, further comprising a prepaid account for each party of the at least two parties for storing payment resources and configured to allow reservation of the payment resources.

24. A communication system according to claim 23, wherein the prepaid account is managed by one of an online charging system and a user information storage entity.

25. A communication system according to claim 21, wherein the network entity is one of a serving controller and an application server.

26. A communication system according to claim 25, wherein the network entity is a game server.